

ABSTRACT

A player reads content data from a continuous area on a storage medium and plays back video and/or audio based on the content data. The continuous area includes a data area, in which the content data is stored, and a non-content-data area, in which the content data is not stored. The player includes: a reading control section for giving an instruction to read the content data of a predefined size from the data area and an instruction to start to play back the video and/or the audio based on the content data that has been read out; a head for reading the content data from the data area in accordance with the instruction to read; and a buffer memory for accumulating the content data that has been read. The reading control section determines the predefined size by the amount of time it takes to skip the non-data area, reads the content data of the predefined size, accumulates the data in the buffer memory, and then gives an instruction to start to play back the content.